












Start jump is bidirectional - no fault if taken again after starting.
Opening: 3 OR 4 Reds. All obstacles bi-directional. Combinations may be taken in any order, any
direction. Repeated obstacles within a combo must be corrected for zero points.
Closing: 2 is bi-directional, all others as numbered.
Finish jump is bi-directional and live at all times.
Times:
$L / X L=46 ; S / M=48 ; X S=50$. PIII +2 , Vet +4
Configuration $=$ jumps \& tunnels ( 45 to 55 sec )


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Repeated obstacles within a combo must be corrected for zero points.
Closing: 2 is bi-directional, all others as numbered.
Finish jump is bi-directional and live at all times.
Times:
$L / X L=50 ; S / M=52 ; X S=54 . P I+2$
Configuration $=$ jumps \& tunnels $(50$ to 60 sec )

